Interference Search

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
E.I.		(heap and lock).clm.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/30 10:20

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	89	garbage near collect\$5 same heaps	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/30 08:00
S2	8	(("5,680,582") or ("6,412,053") or ("6,453,403") or ("6,175,900")). PN.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/03/19 18:04
S3	2	(compact\$5 coalesc\$5) same lock\$3 same heaps	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/24 13:03
S4	11	(compact\$5 coalesc\$5) same heaps and lock	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/24 13:03
S5	5	garbage near collect\$5 same heaps same lock	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/24 15:21
S6	8	(("5,680,582") or ("6,412,053") or ("6,453,403") or ("6,175,900")). PN	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/30 08:01
S7	1	S6 and lock	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/30 08:01
S8	1	S6 and (lock freeze)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2006/05/30 08:01



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A comparative study of parallel and sequential priority queue algorithms Robert Rönngren, Rassul Ayani

April 1997 ACM Transactions on Modeling and Computer Simulation (TOMACS), Volume 7 Issue 2

Publisher: ACM Press

Full text available: pdf(640,10 KB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms, review

Priority queues are used in many applications including real-time systems, operating systems, and simulations. Their implementation may have a profound effect on the performance of such applications. In this article, we study the performance of well-known sequential priority queue implementations and the recently proposed parallel access priority queues. To accurately assess the performance of a priority queue, the performance measurement methodology must be appropriate. We use the Classic ...

Keywords: parallel access priority queue, pending event set implementations, priority queue

Scalable concurrent priority queue algorithms

Nir Shavit, Asaph Zemach

May 1999 Proceedings of the eighteenth annual ACM symposium on Principles of distributed computing

Publisher: ACM Press

Full text available: pdf(1.35 MB)

Additional Information: full citation, references, index terms

Scalable lock-free dynamic memory allocation

Maged M. Michael

June 2004 ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 2004 conference on Programming language design and implementation PLDI '04, Volume 39 Issue 6

Publisher: ACM Press

Full text available: pdf(213.94 KB)

Additional Information: full citation, abstract, references, citings, index terms

Dynamic memory allocators (malloc/free) rely on mutual exclusion locks for protecting the consistency of their shared data structures under multithreading. The use of locking has many disadvantages with respect to performance, availability, robustness, and



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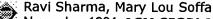
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Parallel generational garbage collection



November 1991 ACM SIGPLAN Notices, Conference proceedings on Object-oriented programming systems, languages, and applications OOPSLA '91,

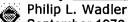
Volume 26 Issue 11

Publisher: ACM Press

Full text available: pdf(1.98 MB)

Additional Information: full citation, references, citings, index terms

Analysis of an algorithm for real time garbage collection



September 1976 Communications of the ACM, Volume 19 Issue 9

Publisher: ACM Press

Full text available: R pdf(1.04 MB)

Additional Information: full citation, abstract, references, citings

A real time garbage collection system avoids suspending the operations of a list processor for the long times that garbage collection normally requires by performing garbage collection on a second processor in parallel with list processing operations, or on a single processor time-shared with them. Algorithms for recovering discarded list structures in this manner are presented and analyzed to determine sufficient conditions under which the list processor never needs to wait on the collecto ...

Keywords: Lisp, analysis of algorithms, data structures, garbage collection, list processing, multiprocessing, parallel processing, real time, storage reclamation, timesharing

Garbage collection for a client-server persistent object store

Laurent Amsaleg, Michael J. Franklin, Olivier Gruber

August 1999 ACM Transactions on Computer Systems (TOCS), Volume 17 Issue 3

Publisher: ACM Press

Full text available: pdf(267.18 KB)

Additional Information: full citation, abstract, references, citings, index terms, review

We describe an efficient server-based algorithm for garbage collecting persistent object stores in a client-server environmnet. The algorithm is incremental and runs concurrently with client transactions. Unlike previous algorithms, it does not hold any transactional locks on data and does non require callbacks to clients. It is fault-tolerant, but performs

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1. Priority queues and sorting methods for parallel simulation

Grammatikakis, M.D.; Liesche, S.;

Software Engineering, IEEE Transactions on Volume 26, Issue 5, May 2000 Page(s):401 - 422

Digital Object Identifier 10.1109/32.846298

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